

# Computer Programming - sequencing

The flash pattern of each lighthouse in an area is different

The flashes are controlled by computer programs



# Computer Programming - sequencing

To **program** computers we need to create **code**.

The code gives the **instructions** to the computer to do something

Code needs to be in the right order - otherwise the instructions will get muddled

This is called **sequence**

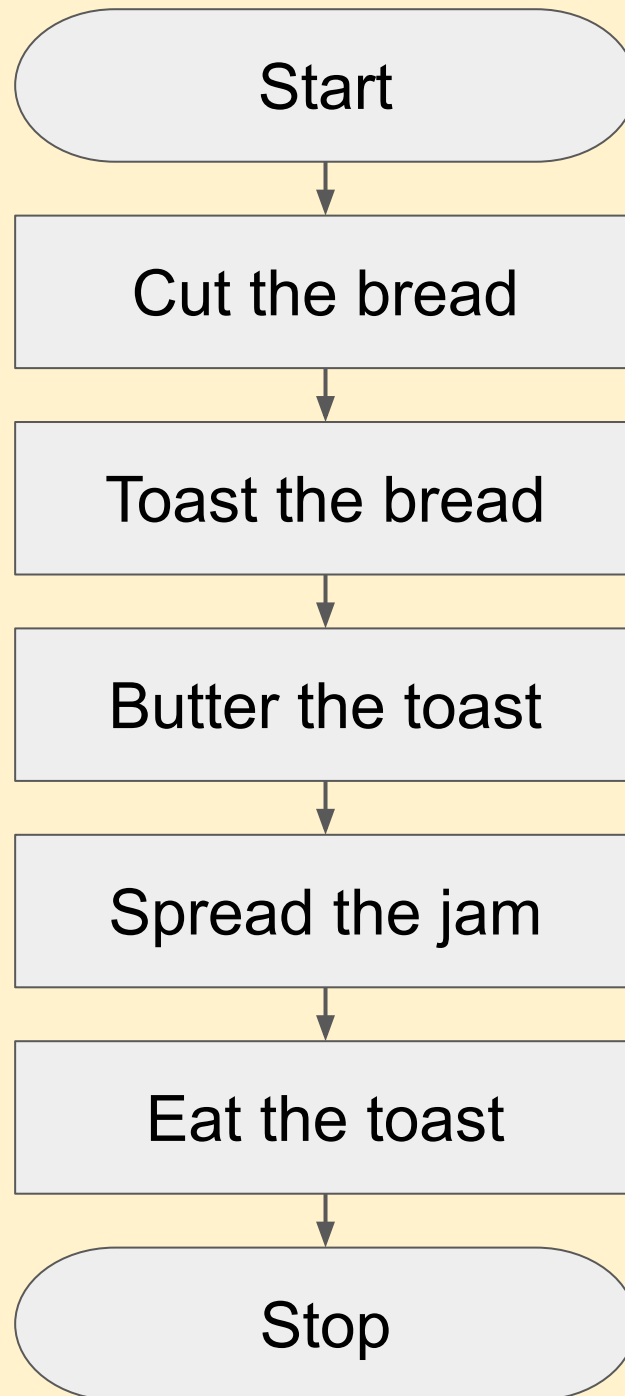
# Computer Programming - sequencing

A set of instructions to complete a task is called an **algorithm**

1. Start
2. Spread the jam
3. Slice the bread
4. Toast the bread
5. Eat the toast
6. Butter the toast
7. Stop

An **algorithm** can try and deal with each individual step in full detail or it can **simplify** the steps to make them easier for a human to understand

This is called **abstraction**



# Computer Programming - sequencing

What **algorithm** would you write for “getting ready for school”?

Remember, an algorithm is just a sequence of instructions to complete a task or solve a problem

# Computer Programming - sequencing

**Algorithms** are sets of instructions in order to complete a task.

They are broken down into **small steps** to make them easier to follow.

**Sequence** is the order that instructions go in

We use algorithms to **plan** instructions before writing computer code.

This makes writing computer code quicker and easier.

It helps reduce mistakes in the code.

It means we can try ideas out and get other people to check them first.